CLAIMS

1. (Currently Amended) A system comprising:

a processor; and

one or more computer-readable media, the one or more computer-readable media including:

a presentation that includes media content, the media content comprising at least one of audio content and video content;

a media engine to obtain input information from the media content, the media engine including at least one transform and at least one media sink, and the input information including ~~a~~ media content descriptor information and media type information;

a destination object to receive the input information from the media engine, the destination object further selectively associates the input information with one or more output presentation descriptors, and to provide the one or more output presentation descriptors to the media engine; and

an application to provide the presentation to an output target, the application further configured to dynamically create the media engine and the destination object,

wherein the media engine is further configured to setup the at least one transform and obtain the at least one media sink based on the one or more output presentation descriptors provided by the destination object to process the presentation for output to the output target.

2. (Previously Presented) The system of claim 1, wherein the destination object exposes an application program interface that is used by the application to interact directly with the destination object.

3. (Previously Presented) The system of claim 1 wherein the destination object defines where and how the presentation is to be presented.

4. (Previously Presented) The system of claim 1, wherein the destination object provides output presentation descriptors in the form of an information object.

5. (Previously Presented) The system of claim 1, wherein the destination object is to receive information associating an input media stream with a presentation output media stream.

6. (Previously Presented) The system of claim 1, wherein the destination object contains a plurality of sub-destination objects, each sub-destination object being related to an output media stream to be presented in the presentation.

7. (Previously Presented) The system of claim 1, wherein the output presentation descriptors in the destination object can be changed while the presentation is being presented.

8. (Previously Presented) The system of claim 7, wherein the destination object is to signal the media engine that output presentation descriptors in the destination object is being changed.

9. (Previously Presented) The system of claim 8, wherein the destination object is to selectively signal the media engine in response to an operation by the application.

10. (Previously Presented) The system of claim 4, wherein the destination object resides in a computing device and the media sink component resides in another computing device.

11. (Previously Presented) The system of claim 1, wherein the destination object is to selectively provide information to the media engine related to a presentation clock that allows the application to control the presentation independently of other media content being presented in the presentation.

12. (Previously Presented) The system of claim 1, wherein the destination object exposes an application program interface (API) implementing a method that is defined to have:

an input argument that is a pointer to a descriptor of a stream of media content to be presented in the presentation;

another input argument that is a pointer to a media type to be used in presenting the stream of media content; and

an output argument that is a pointer to an object containing information regarding where and how media content is to be presented.

13. (Previously Presented) The system of claim 6, wherein the destination object exposes an application program interface (API) that is selectively used by the application to change how many sub-components are contained in the component.

14. (Previously Presented) The system of claim 1, wherein the destination object is to selectively provide outputs presentation descriptors for subsequent presentations originating from the media source in a "timeline"-style presentation.

15. (Currently Amended) A method for use by an application in presenting a presentation, the method comprising:

dynamically creating a media engine and a destination object using an application that provides media content to an output target;

selectively providing input information describing media content to be presented in the presentation to the ~~a~~ destination object in response to an operation by the ~~a~~ media engine;

selectively associating the input information with output information using the destination object, the output information enabling the transformation of the presentation for output to an output target; and

providing the output information from the destination object to the media engine,

wherein the media engine provides the presentation to the output target without requiring further interaction with the application by selectively setting up ~~obtaining~~ one or more transforms and obtaining ~~setting up~~ one or more media sinks based on the output information following dynamic creation of the media engine by the application.

16. (Previously Presented) The method of claim 15, further comprising exposing an application program interface that is used by the application to interact indirectly with the media sinks of the media engine.

17. (Previously Presented) The method of claim 15, wherein the destination object contains output information used by the media engine to determine where the presentation is to be presented.

18. (Previously Presented) The method of claim 15, wherein the output information includes an output information object.

19. (Previously Presented) The method of claim 15, wherein the selectively associating the input information with output information includes associating an input media stream with a presentation output media stream to be presented in the presentation.

20. (Previously Presented) The method of claim 15, wherein the selectively associating the input information with output information includes obtaining output information related to a plurality of output media streams for which a given input media stream is intended in response to a request from the media engine.

21. (Previously Presented) The method of claim 20, further comprising changing the number of output media streams are present in the plurality of output media streams in response to an operation by the application.

22. (Previously Presented) The method of claim 15, further comprising changing at least a portion of the selectively provided output information while the presentation is being presented.

23. (Previously Presented) The method of claim 22, further comprising signaling the media engine that the at least a portion of the output information is being changed while the presentation is being presented.

24. (Original) The method of claim 23, selectively signaling the media engine in response to an operation by the application.

25. (Original) The method of claim 15, wherein the presentation is presented in a client device and the application resides in a server device.

26. (Previously Presented) The method of claim 15, wherein the selectively providing output information to the media engine includes providing presentation clock that enables the application to control the presentation independently of other media content being presented in the presentation.

27. (Currently Amended) The method of claim 15, wherein the selectively providing input information describing media content and the ~~selectively~~ providing the output information ~~related to an object~~ comprises using an application program interface (API) implementing a method that is defined to have:

an input argument that is a pointer to a descriptor of a stream of media content to be presented in the presentation;

another input argument that is a pointer to a media type to be used in presenting the stream of media content; and

an output argument that is a pointer to the destination object.

28. (Previously Presented) The system of claim 1, wherein the destination object is to selectively provide a series of output presentation descriptors to the media engine for a series of presentations that occur during a session.

29. (Previously Presented) The system of claim 28, wherein the destination object selectively provides the output presentation descriptors multiple times as part of the series of output presentation descriptors.

30. (Previously Presented) The system of claim 10, wherein the destination object is to signal the media engine that a connection or change therein has occurred between the computing devices.

31. (Previously Presented) The system of claim 5, wherein the destination object is to receive information associating an input media stream with a presentation output media stream without involvement of the application.